Quick reference sheet

	Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
The Keeper of the Dungeons	6"	5	5+	5	6	3	2	5+	6+	3	3	0
The Witch-king of Angmar	6"	6	4+	4	6	2	1	4+	5+	3	1	0
Hunter Orc Captain	6"	4	4+	4	5	2	2	7+	7+	2	1	1
Hunter Orc Warg Rider	6"	3	4+	4	4	1	1	8+	8+	-	-	-
Hunter Orc Warrior	6"	3	4+	4	4	1	1	8+	8+	-	-	-
Mirkwood Giant Spider	10"	2	5+	5	3	2	2	7+	8+	-	-	-

Mounts

	Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
Fell Warg	10"	3	6+	4	4	1	1	8+	7+	-	-	-

Army Composition

Points: **399** Units: **16** Bows: **1** Throwing weapons: **0**

Might / Will / Fate: **8 / 5 / 1** Break Point: **9 dead** Quartered: **4 alive**

Warband 1		**128 pts.**
1x	The Keeper of the Dungeons	80 pts.

6x	Hunter Orc Warrior	48 pts.
Warband 2		**111 pts.**
1x	Hunter Orc Captain (Fell Warg)	65 pts.
2x	Hunter Orc Warg Rider	30 pts.
1x	Hunter Orc Warg Rider (Orc bow)	16 pts.
Warband 3		**160 pts.**
1x	The Witch-king of Angmar	80 pts.
4x	Mirkwood Giant Spider	80 pts.

Profiles

The Keeper of the Dungeons

	Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
The Keeper of the Dungeons	6"	5	5+	5	6	3	2	5+	6+	3	3	0

Heroic actions: Heroic Strength, Heroic Strike, Heroic Challenge

Special Rules: "You have something my Master wants!", Burly, Torturer

The Witch-king of Angmar

	Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
The Witch-king of Angmar	6"	6	4+	4	6	2	1	4+	5+	3	1	0

Heroic actions: Heroic Strike

Special Rules: Angmar Arisen, Dominant (2), Harbinger of Evil (12"), One of Nine, Terror, Unholy Resurrection

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Hunter Orc Captain

	Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
Hunter Orc Captain	6"	4	4+	4	5	2	2	7+	7+	2	1	1
Fell Warg	10"	3	6+	4	4	1	1	8+	7+	-	-	-

Heroic actions: Heroic March

Special Rules: Savage Hunters

Fell Warg

Special Rules: Fell Sight

Hunter Orc Warg Rider

	Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
Hunter Orc Warg Rider	6"	3	4+	4	4	1	1	8+	8+	-	-	-
Fell Warg	10"	3	6+	4	4	1	1	8+	7+	-	-	-

Special Rules: Savage Hunters

Fell Warg

Special Rules: Fell Sight

Hunter Orc Warrior

	Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
Hunter Orc Warrior	6"	3	4+	4	4	1	1	8+	8+	-	-	-

Special Rules: Savage Hunters

Mirkwood Giant Spider

	Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
Mirkwood Giant Spider	10"	2	5+	5	3	2	2	7+	8+	-	-	-

Special Rules: Poisoned Attacks (Fangs), Spider Webs, Swift Movement, Terror

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Army special rules

Power of the Necromancer

Friendly models gain the Resistant to Magic special rule. Additionally, the Necromancer can attempt to Cast two Magical Powers when he Activates rather than one; however, he may not attempt to Cast the same Magical Power twice, or target the same enemy model twice.

"His spirit has lost none of its potency"

Each time the Necromancer attempts to Cast a Magical Power by expending one or more Will Points, he automatically adds an additional free Will Point to the Casting Test.

Special rules

"You have something my Master wants!" (Active)

The Keeper of the Dungeons gains a +1 bonus To Wound when making Strikes against any model carrying a ring of power - Nenya, Narya or Vilya, the Ring of Durin, or the One Ring.

Angmar Arisen (Passive)

The Witch-king has Fight 6 rather than 5, and 3 Might instead of 1.

Burly (Passive)
A model with this special rule does not suffer the -1 penalty to the Duel Roll for using a two-handed weapon. Additionally, a model with this special rule can still Move its full Move Value whilst carrying a Heavy Object.

Dominant (X) (Passive)
This model counts as the number of models as shown in brackets when working out how many models are in range of an objective, in a specific area of the board, or when working out how many models have escaped the battlefield. So, a model with Dominant (3) would count as three models in range of an objective, or in a specific area of the board, or three models when working out how many models have escaped the battlefield. If a model would gain this special rule whilst in range of another model or specific area of the board, and then Moves off the board, they will not gain the benefit of this special rule once off the board.

Fell Sight (Passive)
A model with this special rule does not need to have Line of Sight to be able to Charge an enemy model. Additionally, a model with this special rule can Charge or target an enemy model with the Stalk Unseen special rule with no penalty. If a Mount has this special rule, the rider may benefit from it whilst they remain mounted.

Harbinger of Evil (X) (Passive)
An enemy model within the range shown in brackets in this model's profile suffers a -1 penalty to any Courage Tests it is required to make. This is not cumulative with other special rules that also provide a similar effect. A model with this special rule is unaffected by the Harbinger of Evil special rule of enemy models.

One of Nine (Passive)
Maximum of nine Nazgul models in your Army. Hero models wearing the One Ring are not invisible to these models.

Poisoned Attacks (X) (Active)
A model with this special rule must re-roll any To Wound Rolls of a natural 1 when making Shooting Attacks or making Strikes. Sometimes, a particular weapon will be described as benefiting from this special rule. When this is the case, only To Wound Rolls made for that weapon will be able to re-roll To Wound Rolls of a natural 1.

Resistant to Magic (Passive)
Every time this model is targeted by a Magical Power, they gain an additional free dice when making a Resist Test, even if they have no Will Points remaining or decide not to use any Will Points. This is cumulative with other rules that confer a similar effect.

Savage Hunters (Active)
This model gains a bonus of +1 Attacks on a turn in which it Charges.

Spider Webs (Active)
A Mirkwood Spider can shoot webs, treated as a throwing weapon with a range of 8". If the spider hits its target, do not roll To Wound. Instead, the model suffers the effects of the Paralyse Magical Power, however the effects will not immediately end should this model have no Will points or be slain. If this hits a Cavalry model, both the rider and mount will be hit. A Hero model hit may spend a Fate point to avoid its effects If the Hero is a Cavalry model, this would negate the effects on both the rider and mount.

Swift Movement (Active)
A model with this special rule is never slowed by Difficult Terrain, with the exception of water features. It can also ignore Obstacles as it Moves, allowing it to Move at any angle without having to make a Climb or Jump Test, though it will still count any vertical distance it has Moved towards its Move Value. A model with this special rule must finish its Move as flat to the playing surface as possible - no models finishing upside down, halfway up a wall, or at an angle, for example!

Terror (Passive)
If a model wishes to Charge a model with this special rule, then it must take a Courage Test at the start of its Move. If the test is passed, the model may Charge as normal. If the test is failed, the model cannot Move that turn, but may otherwise act normally.
Sometimes a situation may open up the chance for a model to Charge a model with Terror part way through their Move, such as moving a different model with magic or killing something in the way with a throwing weapon. In such instances, the model only needs to take the Courage Test at the point in which the Terror causing model becomes possible to Charge. If a model making a Jump, Climb or Leap Test finishes within the Control Zone of an enemy with Terror and would normally be able to Charge, they will take their Courage Test after they have made their Jump, Climb or Leap Test.
Sometimes, a model may only cause Terror in certain enemies. In these instances, a keyword will follow Terror in brackets, and only models with that keyword will need to take a Courage Test to Charge the model. So, a model with Terror (Orc) will only cause Terror in Orc models.

Torturer (Active)

Keep track of each model he kills. After one kill, he may re-roll To Wound rolls of a natural 1 when making Strikes. After three kills, he gains Terror. After five kills, he may re-roll all failed To Wound rolls when making Strikes.

Unholy Resurrection (Passive)

When slain, place a marker where this model was killed. Models may not overlap these markers for any reason. During the Priority phase of each turn, after Priority has been determined, roll a D6. On a 3+, remove the marker and immediately place this model anywhere within 3" of the marker, but not in base contact with it. If this is not possible, place the model where the marker was. On a 1-2, the model is slain and the marker is removed. The Necromancer can use his Will points to improve this roll, as long as the Nazgul are in range of the Necromancer's Master of the Nazgul special rule. Whilst the marker is in play, this model counts as being on the board for the purpose of determining if your army is Broken or reduced to 25%. However, a marker cannot hold objectives, and this model still counts as being slain for any special rules that come into effect when a model is slain, such as a Heroic Combat. If this model is slain by a Magical Power or an Elven weapon, they suffer a -1 penalty to their roll. When the game ends, any markers still on the board are removed and the associated models will be counted as casualties.

Heroic Actions

Heroic Challenge

(Fight Phase) When a Hero declares a Heroic Challenge they must also declare an enemy Hero within 6" of them, with the same Heroic Tier or higher, to be the target of the Heroic Challenge. If there is no enemy Hero within 6" with the same Heroic Tier or higher, then the Hero cannot declare a Heroic Challenge.

Whilst Engaged in Combat with their taget, the Hero gains a bonus of +1 Attack (both in the Duel Roll and when making Strikes) and a bonus of +1 To Wound when making Strikes against their target. Additionally, if they slay their target (i.e., they inflict the final Wound that causes them to be removed as a casualty) then the Hero immediately gains 1 Might Point, though this cannot take them above their starting limit.

The target of the Heroic Challenge can choose to either accept or decline the challenge. If they accept, then they get the same benefits as the Hero who declared the Heroic Challenge, as listed above (as if the Hero who declared the Heroic Challenge was their target). Additionally, if the target chooses to accept, then when either Hero Activates, they must Charge each other if possible. A Hero who accepts a Heroic Challenge cannot declare a Heroic Challenge themselves until the Hero who challenged them is slain. If a Hero accepts a Heroic Challenge, no other Hero may declare a Heroic

Challenge against either Hero involved in the Heroic Challenge until one of them has been slain.

If the target declines, then they gain none of the benefits listed, though the Hero who declared the Heroic Challenge will still gain them. Additionally, if the target declines, they cannot then themselves declare a Heroic Challenge against the Hero who they declined against.

A Hero who has already issued a Heroic Challenge against a target cannot declare another Heroic Challenge until their target has been removed as a casualty.

Heroic March

(Move Phase) A Hero who declares a Heroic March adds 3" to their Move Value for the duration of the Move Phase if they have the Infantry, Chariot or War Beast keyword; if they have the Cavalry keyword or have the Fly special rule, then they add 5" to their Move Value instead. Additionally, the Hero may not Charge under any circumstances during the same Move Phase.

If a Hero who has declared a Heroic March is Charged and Engaged in Combat, or rendered unable to Activate in some other way, then their Heroic March is cancelled and the Might Point spent is lost.

At the Double - A Hero who is performing a Heroic March may choose to shout "At the Double" as soon as they are Activated. If they do, note their starting position before they Activate. All friendly models within 6" of the Hero when they shout At the Double are automatically affected and, after the Hero model has Activated, gain the following benefit: A model affected by At the Double adds 3" to their Move Value for the duration of the Move Phase if they have the Infantry, Chariot or War Beast keyword; if they have the Cavalry keyword or have the Fly special rule, then they add 5" to their Move Value instead. Additionally, the model may not Charge under any circumstances during the same Move Phase.

Models affected by At the Double must finish their Activation within 6" of the Hero that shouted At the Double. If the model attempts to finish their Activation within 6" of the Hero, but fails a roll (such as a Courage Test, Jump Test or Climb lest) that makes this impossible, they simply stop where they are. A model that cannot finish their Activation within 6° of the Hero who shouted At the Double must forego their Activation, and cannot be Activated later on in the same Move Phase. Models can choose not to Activate when affected by a Heroic March, in which case they will also forego their Activation.

Should the Hero be removed as a casualty for any reason (such as fleeing or suffering Falling Damage) then their Heroic March and At the Double will immediately be cancelled.

Models can only ever be affected by one Hero model's At the Double each turn-you can't stack multiple Heroic Marches together!

If a Hero who shouted At the Double Moves off the board, then any friendly models who are affected by their At the Double may also Move off the board if able; however, if they cannot then they must choose to forego their Activation. If a model is affected by a Hero model's At the Double, then they can only Move off the board if that Hero also does so.

Heroic Strength

(Fight Phase) A Hero that declares a Heroic Strength will count their Strength characteristic as double (to a maximum of 10) when making Strikes until the End Phase of the turn.

Heroic Strike

(Fight Phase) A Hero that declares a Heroic Strike will add D3 to their Fight Value for the duration of the Fight Phase (to a maximum of 10). This D3 is rolled at the start of the first Combat that the Hero is involved in that Fight Phase, and will last for the duration of the Fight Phase. This bonus is always applied after any other effects that would affect a model's Fight Value.

Might / Will / Fate trackers

	Might	Will	Fate	Wounds
The Keeper of the Dungeons	◯ ◯ ◯	◯ ◯ ◯		◯ ◯
Hunter Orc Captain	◯ ◯	◯	◯	◯ ◯
The Witch-king of Angmar	◯ ◯ ◯	◯		◯
Mirkwood Giant Spider (1)				◯ ◯

Mirkwood Giant Spider (2)				◯ ◯
Mirkwood Giant Spider (3)				◯ ◯
Mirkwood Giant Spider (4)				◯ ◯